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Sommario/riassunto

It is with great pleasure that we welcome you to the Proceedings of the 3rd international Symposium on Visual Computing (ISVC 2007) held in Lake Tahoe, Nevada/California. ISVC offers a common umbrella for the four main areas of visual computing including vision, graphics, visualization, and virtual reality. Its goal is to provide a forum for researchers, scientists, engineers and practitioners throughout the world to present their latest research findings, ideas, developments, and applications in the broader area of visual computing. This year, the program consisted of 14 oral sessions, 1 poster session, 6 special tracks, and 6 keynote presentations. Following a very successful ISVC 2006, the response to the call for papers was almost equally strong; we received over 270 submissions for the main symposium from which we accepted 77 papers for oral presentation and 42 papers for poster presentation. Special track papers were solicited separately through the Organizing and Program Committees of each track. A total of 32 papers were accepted for oral presentation and 5 papers for poster presentation in the special tracks.